

Debonair Space Captain

Anyone can get a crew together, find a ship, and call himself “captain.” With a little luck, he may even make it back to port.

Beyond those individuals, there are leaders of a different caliber—heroes with panache, a cool head, and a sense of taste. These intrepid men and women exude the kind of confidence that makes a hundred men want to follow them to the stars. They have the resources to take daring missions into the vast unknown and return to tell the tale. And they have mighty ships worthy of their stature as Debonair Space Captains.

Requirements

To qualify to become a Debonair Space Captain, a character must fulfill the following criteria.

Skill: Diplomacy 9 ranks.

Feats: Leadership, Renown, Windfall.

Charismatic Hero Talent: Charm.

Special: The character must command a starship with a Purchase DC value of at least 57 (\$90,000,000). The ship must be crewed by followers he gained through the Leadership feat.

Class Information

Hit Die

The Debonair Space Captain gains 1d6 hit points per level. The character’s Constitution modifier applies.

Action Points

The Debonair Space Captain gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Debonair Space Captain’s class skills are as follows.

Bluff (Cha), Craft (writing) (Int), Craft (visual arts) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (art) (Int), Knowledge (current events) (Int), Knowledge (history) (Int), Knowledge (tactics) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read / Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 5 + Int Modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Maybe you've heard of me	+1	+2
2	+1	+0	+0	+3	Captain's private reserve	+1	+2
3	+1	+1	+1	+3	Bonus feat	+2	+2
4	+2	+1	+1	+4	That's an order	+2	+3
5	+2	+1	+1	+4	Care for a drink?	+3	+3
6	+3	+2	+2	+5	Bonus feat	+3	+3
7	+3	+2	+2	+5	Fire at will	+4	+4
8	+4	+2	+2	+6	Just like in the vids	+4	+4
9	+4	+3	+3	+6	Bonus feat	+5	+4
10	+5	+3	+3	+7	Make it so	+5	+5

Class Features

The following features pertain to the Debonair Space Captain prestige class.

Maybe You've Heard of Me

A Debonair Space Captain tends to get a lot of attention. Fortunately for him, any press is good press.

At 1st level, the attitude of an NPC that succeeds on a Reputation check to recognize the Debonair Space Captain has his attitude toward the Debonair Space Captain improved by one step unless this would be unreasonable. (For instance, an assassin sent to kill the Debonair Space Captain is unlikely to have his resolve waver just because he gains a visual on his target. Then again, at the GM's discretion, maybe the Debonair Space Captain *is* just that impressive.)

Captain's Private Reserve

The Debonair Space Captain is a man of wealth and taste.

At 2nd level, whenever it would be reasonable or dramatically appropriate, he has access to a supply of high-quality alcohol.

Bonus Feat

At 3rd, 6th, and 9th level, the Debonair Space Captain gets a bonus feat. The bonus feat must be selected from the following list, and the Debonair Space Captain must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Attentive, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Oathbound, Starship Operation (mediumweight), Starship Operation (heavy), Starship Operation (superheavy), Trustworthy, Zero-G Training.

That's an Order

At 4th level, when using the Complex Maneuver Commander action (*d20 Future Tech*, p. 39), a Debonair Space Captain receives a +4 bonus to the Charisma check associated with this action. He may attempt this action even when he and his crew are not aboard a starship, provided that his crewmembers can see or hear him.

Care for a Drink?

Social lubrication, like all lubrication, is best used *before* friction comes into play. At 5th level, when a Debonair Space Captain offers some of his private reserve to a character with whom he is about to interact, he may add half of his Debonair Space Captain class levels to any Charisma-based checks he makes over the course of the interaction. The other character need not actually accept the offer for these bonuses to come into effect; they stem from the generosity of the offer, not from the effects of the alcohol.

Should the Debonair Space Captain use this ability in a dishonorable way (for example, poisoning the drink or inviting another captain aboard his ship and then killing or ransoming him), he risks losing its benefits (or having them become penalties) if word gets out.

Fire at Will

At 7th level, when using the Tactical Orders Commander action (*d20 Future Tech*, p. 39) aboard a starship, a Debonair Space Captain provides double the normal bonus to the ship's Defense or to its gunners' attack rolls.

Just Like in the Vids

A true Debonair Space Captain has a flair for the dramatic. At 8th level, upon successfully performing an action that impresses everyone who sees it, the Debonair Space Captain may choose to gloat as a reaction. If he does, enemies who witnessed the impressive action and can see or hear him gloating must make a Will saving throw (DC 10 + the Debonair Space Captain's Reputation bonus) or become shaken for a number of rounds equal to the Debonair Space Captain's Charisma modifier.

The GM is the ultimate arbiter of whether or not a feat of derring-do is sufficiently impressive.

Make It So

A Debonair Space Captain can use his persuasive nature and force of will to inspire his allies to succeed. At 10th level, the Debonair Space Captain may use one of the following abilities as a reaction once per day:

- He may allow a member of his crew who is about to make a die roll to roll twice, keeping whichever result is preferable. This ability must be used before the roll is made.
- He may spend an action point to enhance a crew member's roll. This is treated just as if that crew member had spent the action point himself. If the crew member already spent an action point to enhance his roll, the benefits of the action points stack.

In order to be affected by this ability, a crewmember must be able to see or hear the Debonair Space Captain, who must do or say something appropriately dramatic to awaken the greatness within him.